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LOCHFELL'S SECRET

A Short Adventure for Four 15th-Level Player Characters

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Lochfell's Secret is a short D&D adventure for four 15th-level player characters (PCs). The story is set in and around the port town of Lochfell. You can place the action in any section of your campaign world where a coastal town on a bay might exist. If there is a small town that the PCs visited in a past adventure but haven't returned to in quite a while, so much the better. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. *Monster Manual II* is also helpful, though full statistics are provided here for the creatures taken from that book. This adventure utilizes the v.3.5 rules, but it can easily be used with the v.3.0 rules as well.

To get started, print out this adventure (including the maps). Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations).

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Any unshaded boxes contain important information for you.

ADVENTURE BACKGROUND

The small port of Lochfell has been plagued with severe misfortune of late. Many of its citizens, particularly sailors and people who live along the coast, have been disappearing. Several people have reported seeing a sea monster, but no conclusive evidence of such a creature has been found, and the missing citizens seem to have vanished without a trace. The town's leaders have finally admitted that they can't deal with this threat themselves—they need outside help.

THE SEA MONSTER

A deadly sea creature is in fact the reason that citizens have been disappearing, but the nature of the beast is not what the townsfolk think. This "sea monster" is a chuul ranger named Jansaadi, who has been purposefully hunting humans and killing as many as he can for vengeance.

The chuul's rage against humankind was born through countless encounters with surface dwellers who harassed and attacked him and other aquatic folk he knew. Jansaadi has a keen memory, and he carefully

memorized the faces of those who had wronged him and his friends. He settled on a dozen specific humans as primary targets, then developed and implemented a systematic plan to carry out his revenge. His primary goal was to slay those twelve people, though he was happy to kill any others who happened to cross his path as well.

Jansaadi uses humans' greed against them. Over time, he has ascertained that few humans can resist the lure of treasure. Furthermore, they are often willing to believe that treasure really can just wash up on shore or float by in the middle of a bay. Thus, he floats something shiny on the water to lure hapless humans into the sea, where they can be trapped by his specially made fishing nets (see Sticky Nets sidebar).

THE NECROMANCER

Meanwhile, unbeknownst to the people of Lochfell, a powerful necromancer lich named Yenice has taken up residence nearby to pursue fell plans of his own. Yenice has been stealing corpses from the local cemetery and animating them in hopes of creating an undead army with which he can conquer the local area. Although the necromancer and the sea monster have adjoining lairs, they're operating independently of each other at this point. Yenice is aware of the chuul, however, and eventually he intends to eradicate Jansaadi and appropriate the corpses the latter has stored as trophies.

ADVENTURE SYNOPSIS

The PCs become aware of Lochfell's plight when they come upon the town in their travels. (Alternatively, they may hear rumors of a sea monster while visiting a nearby town or from sailors on a vessel they have chartered for some other reason.)

When the characters investigate the area where the sea monster has been spotted, they eventually encounter Jansaadi. After defeating him, they discover that his lair is far more extensive than a normal chuul's would be. Exploration reveals that his complex actually connects to another—the one inhabited by Yenice and his undead minions. PCs who persevere and follow the clues they find there discover Yenice's plot to destroy all of Lochfell using an undead army of his own creation. Once they defeat the necromancer and his undead creatures, the citizens of Lochfell can breathe easy once more.

ADVENTURE HOOKS

Word of a killer sea monster that wipes out whole ships and their crews spreads quickly. So too do the rewards for killing it and the pleas for help from innocent citizens.

As DM, you know best how to incorporate Lochfell and the creatures that plague it into your campaign. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs hear about the plight of Lochfell from residents of a nearby fishing community, from sailors coming from or heading for Lochfell, or from people on the road.
- Nothing is as bad for business in a port town as a sea monster eating merchants alive, so a local merchants' consortium is offering a reward for killing the beast. Although the reward that a town the size of Lochfell could provide is not substantial enough to lure high-level PCs, the town could offer the free services of its crafters to make or repair characters' equipment. Alternatively, the town could have some unique item that attracts the attention of the PCs, either on its own merits or because it is part of another quest or adventure.
- A temple to a god that one of the PCs worships has called upon the faithful to help rid Lochfell of the beast that plagues it.
- The PCs have contracted with a specialist to create a special magic or mundane item. But production has been delayed because a relative of the specialist has gone missing or is too afraid to leave Lochfell. This situation worries the craftsman to such a degree that work can no longer continue. If the PCs could find it in their hearts to make Lochfell safe again, he could continue to concentrate on his task.
- Waters in port towns aren't as safe as they used to be. While en route to another destination, the PCs' ship (or another in the same group) is attacked by Jansaadi.
- The grave of someone the PCs knew has been defiled and the body stolen. Or worse still, something has breached a tomb that the characters believed was secure—one that houses a creature or object that they don't believe should see the light of day.

BEGINNING THE ADVENTURE

Whether you use one of the plot hooks above or make up one of your own, the adventure begins when the PCs arrive in Lochfell.

1. THE PLIGHT OF LOCHFELL

When the PCs arrive, the town is abuzz with talk about grave robbing, kidnapping, and business. Any shopkeeper, tavern patron, or innkeeper who has occasion to greet the characters mentions at least one of those three subjects.

Grave robbing has become rampant here in the last few weeks, and no family is unaffected. Everyone in town knows someone whose dead friend or family member has been stolen from a crypt, mausoleum, or earthen grave. Guards have been posted at the local cemetery to protect the larger family plots, but not even this precaution has stemmed the tide of robberies. The situation is putting a strain on everyone as people worry about the sanctity of their deceased loved ones.

The roaming sea monster still presents a danger to the town as well. Although Lochfell itself hasn't been assaulted, the residents believe that it's just a matter of time before some tentacled horror lurches out of the water and rolls over the town in a blood-crazed frenzy of mass murder.

Largely as a result of the two problems above, business is suffering terribly in Lochfell. No ship wants to approach a small port town menaced by a sea monster—especially when the creature has a record of killing.

The combination of these three factors spells serious trouble for Lochfell. If its dead don't rise from the grave and march on the town, and its citizens aren't eaten alive by the sea monster, then they'll all die from starvation when shipping stops. Any new faces in town are viewed with hope, especially if they appear to belong to adventurers.

2. THE EYEWITNESS

Hollyvyre Droverson and her husband Shagold had been on the beach looking for driftwood for the night's fire when they were attacked by the sea monster. Hollyvyre's husband was slain before her very eyes, but she managed to escape. She ran from the site of the attack all the way into town and is somewhat hysterical when she arrives. She runs headlong into whatever establishment the PCs are currently occupying and begins screaming about a sea monster.

Creature: Hollyvyre Droverson is a human woman of fair looks and young age. Calming her down requires a *calm emotions* spell, a successful DC 20 Diplomacy check, or some similar action. Once she is calm enough to speak, she relates the following tale.

> "My husband Shagold and I were walking on the beach gathering firewood for the night's fire," sobs the pretty young woman, "when he heard the water rippling. Before we knew it, this big . . . thing leapt out of the water, ran across the waves, and grabbed Shagold—all in one swift move. It was a horrid-looking creature—not lobster, not insect, not snake, but sort of a combination of all three, with bright-red tentacles all around its maw. Anyway, it stuffed poor Shagold into its mouth and retreated into the sea, this time going below the surface."

Hollyvyre left out the avarice that her husband exhibited while they were gathering wood. He saw the glint of what surely must have been gold near the shore. Dropping his load of firewood, he carefully waded out to snatch the treasure and then seemed to became entangled in some sort of net. After that, his fate was sealed. A successful DC 15 Diplomacy check extracts this information from the young widow.

A successful DC 15 Knowledge (nature) or Knowledge (dungeoneering) check matches the woman's physical description of the monster with a chuul. A second DC 15 Knowledge (dungeoneering) check reveals that the ability to walk across the water's surface is definitely not a natural ability of chuuls. In fact, the creature was Jansaadi, the chuul ranger that has been menacing the area.

Development: The townsfolk have gathered to hear Hollyvyre's tale as she tells it, and soon the word of her sighting spreads to the powers that be. As she finishes, several local merchants and members of the town council fall to arguing about what should be done. All agree that they must seek outside aid. If the PCs have not taken any pains to hide their presence, they are noticed and the request is put to them—can they save the town?

The council members pledge one-half the town's treasury (800 gp) for payment, and each merchant in town offers one item or service of the PCs' choice free of charge if they agree to undertake the task.

3. TAYLOR'S ROCK (EL 18)

A successful DC 15 Gather Information check reveals that the majority of the attacks seem to have taken place near Taylor's Rock—a rock about 50 yards from the coast whose only distinguishing characteristic is its size. Everyone in the area knows where this landmark is and readily imparts that information on request.

Alternatively, any character who makes a successful DC 12 Knowledge (local) check can find Taylor's Rock on her own.

Jansaadi is a canny opponent. If he notices the PCs snooping about the beach, he uses his favorite tactic against them, deploying his sticky net with a shiny object attached. If he has reason to believe they are actively hunting him, however, he retreats to his nest deep within his lair (area 4F), where he has the advantage of knowing the terrain.

Wherever the combat takes place, Jansaadi fights to the end to defend himself and his lair, and he tries to kill as many humanoids as he can in the process.

Creatures: Jansaadi and his squid companion lurk off the coast, waiting for prey. A horrible mix of crustacean, insect, and serpent, the abomination known as Jansaadi is about 8 feet long and weighs 650 pounds. He spends most of his time lurking submerged or partially submerged along the coastline, awaiting intelligent prey to devour. A much more capable swimmer than his brethren, he does not fear diving to extreme depths to harass, kidnap, and kill merfolk, who are among his favored enemies. Moreover, with his *water walk* ability, he need not restrict himself to hunting in shallow water.

Jansaadi: Male chuul ranger 11; CR 18; Large aberration (aquatic); HD 11d8+44 plus 11d8+44; hp 187; Init +7; Spd 30 ft., swim 20 ft.; AC 29, touch 14, flat-footed 26; Base Atk +17; Grp +27; Atk +23 melee (3d6+6, claw); Full Atk +23 melee (3d6+6, 2 claws); Space/Reach 10 ft./5 ft.; SA constrict 4d6+9, improved grab, paralytic tentacles; SQ amphibious, animal companion (squid), combat style (archery), combat style mastery (archery), darkvision 60 ft., evasion, favored enemies (aquatic humanoids +2, humans +6, reptilian humanoids +2), immunity to poison, improved combat style (archery), swift tracker, wild empathy +11, woodland stride; AL CE; SV Fort +14, Ref +13, Will +13; Str 23, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

Skills and Feats: Craft (alchemy) +10, Craft (netting) +10, Hide +24, Knowledge (nature) +7, Listen +25, Spot +11, Swim +28; Alertness, Blind-Fight, Combat Reflexes, Endurance, Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (constrict), [Improved Precise Shot], [Manyshot], Multiattack, Point Blank Shot, [Rapid Shot], Track.

Constrict (Ex): On a successful grapple check, Jansaadi deals 4d6+9 points of damage.

Improved Grab (Ex): To use this ability, Jansaadi must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict or, on his next turn, transfer a grabbed opponent to his tentacles.

Paralytic Tentacles (Ex): Jansaadi can transfer a grabbed victim from a claw to his tentacles as a move action. The tentacles grapple with the same strength as his claw but deal no damage. However, they do exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on Jansaadi's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although Jansaadi is aquatic, he can survive indefinitely on land.

Animal Companion (Ex): Jansaadi has a squid named Xhuvu for an animal companion. He gains the following benefits from her.

Link (Ex): Jansaadi can handle Xhuvu as a free action or push her as a move action. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Xhuvu.

Share Spells (Ex): At Jansaadi's option, he may have any spell he casts upon himself also affect Xhuvu if the latter is within 5 feet at the time of casting. Jansaadi may also cast a spell with a target of "You" on Xhuvu (as a touch range spell) instead of on himself. Jansaadi and Xhuvu can share even spells that do not normally affect creatures of the animal type.

Combat Style (Ex): Jansaadi has chosen archery as his combat style. He gains the benefits of the Rapid Shot feat when wearing light or no armor.

Combat Style Mastery (Ex): Jansaadi gains the benefits of the Improved Precise Shot feat when wearing light or no armor.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Jansaadi takes no damage with a successful saving throw.

Favored Enemy: Jansaadi has selected aquatic humanoids, humans, and reptilian humanoids as his favored enemies. He gains a +2, +6, and +2 bonus, respectively, on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against these types of creatures. He gets the same bonus on weapon damage rolls against creatures of these types.

Improved Combat Style (Ex): Jansaadi gains the benefits of the Manyshot feat when wearing light or no armor.

Swift Tracker (Ex): Jansaadi can move at his normal speed while following tracks without taking

the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): Jansaadi can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. His bonus on the check is +11. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. Jansaadi and the animal must study each other for 1 minute. This ability can also be used to influence a magical beast with an Intelligence score of 1 or 2, but Jansaadi takes a –4 penalty on the check.

Woodland Stride (Ex): Jansaadi can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Ranger Spells Prepared (2/2; save DC 12 + spell level): 1st—*entangle, speak with animals;* 2nd—*bear's endurance, cure light wounds.*

Possessions: *Amulet of natural armor +2, bracers of armor +3, ring of protection +2, salve of slipperiness, ring of chameleon power, wand of greater magic fang* (38 charges), *wand of entangle* (26 charges), *wand of cure moderate wounds* (19 charges), three sticky nets.

Xhuvu: Female squid animal companion; CR —; Medium animal (aquatic); HD 5d8; hp 22; Init +4; Spd swim 60 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +9; Atk +5 melee (1d3+2, arms); Full Atk +5 melee (1d3+2, arms) and +0 melee (1d6+1, bite); SA improved grab; SQ evasion, ink cloud, jet, low-light vision, tricks (come, defend, heel, seek, stay); AL N; SV Fort +4, Ref +8, Will +2; Str 15, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +7, Spot +7, Swim +10; Alertness, Endurance.

Improved Grab (Ex): To use this ability, Xhuvu must hit an opponent of any size with her arms attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and automatically deals bite damage.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Xhuvu takes no damage with a successful saving throw.

Ink Cloud (Ex): Xhuvu can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which she normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): Once per round as a full-round action, Xhuvu can jet backward at a speed of 240 feet. She must move in a straight line but does not provoke attacks of opportunity while jetting.

Tactics: Jansaadi has developed a unique method for luring humans to their doom. He employs a net of his own making coated with a sticky substance that he harvests from the sea. A net so treated floats atop the water and is the equivalent of a tanglefoot bag.

Into the center of the net he places a shiny object, which sticks to the net. Then he floats the net on the surface of the water to attract passersby. More often than not, humans who see the objects wade out from

STICKY NETS

Jansaadi makes these items himself, using his many tentacles in the same manner as hands. Though he loathes manual labor, his hatred of humans pushes him to produce these nets in spite of himself.

Each sticky net is designed specifically to snare Medium humanoids. The gaps between the strands are just large enough to admit the ankles and wrists of an average-sized human.

The strands of the net are covered in a material that is as sticky as that of a tanglefoot bag. A fine mesh sack woven into the center of each net provides Jansaadi with a spot to place bait. When deployed, the whole net floats just below the surface of the water, provided the bait isn't too heavy. A sticky net is nearly invisible in the water (Spot DC 20) and ensnares anything that touches its strands.

Sticky Net Trap: CR 3; mechanical, location trigger; no reset; entangle 2d4 rounds (DC 15 Reflex save avoids); Search DC 20; Disable Device DC 20.

Any creature entangled in a sticky net must make a DC 15 Reflex save or be unable to swim (or walk, if the net is floating in shallow water). A creature so immobilized can break free by making a DC 25 Strength check (a full-round action) or by dealing 15 points of damage to the net with a slashing weapon (hitting the net is automatic). A spellcaster stuck in the net must make a DC 15 Concentration check to cast a spell.

the beach or dive off a ship to investigate, whereupon they become entangled in the net (DC 15 Reflex save avoids). Jansaadi then swims up and either claws the victim to death right there or draws it underwater and watches it drown.

If he has time to prepare for a fight, Jansaadi uses his *wand of greater magic fang* on both himself and his squid, then casts *bear's endurance* on himself. He uses his *entangle* spell or wand to immobilize foes and distract enemy spellcasters.

If Jansaadi must fight on land, he grabs his opponent with his claws and constricts, then passes the victim to his paralytic tentacles. The chuul tries to keep one claw free at all times. Thus, if he faces a large number of opponents, he can drop a paralyzed or dead victim and continue attempting to grab, constrict, and paralyze the rest.

While using *water walk*, Jansaadi can greatly expand his hunting range. Instead of sticking to the shallow water, he swims farther out, then runs across the water surface for the final kill. If Jansaadi's trap attracts the attention of people on a boat, he often begins by casting *water walk*, then leaps onto the ship using his formidable Jump skill and kills everyone on board.

4. JANSAADI'S LAIR

The entrance to Jansaadi's cavernous lair is underwater, but the chambers within are dry. It is located in a secluded area of the coast not too far from Lochfell.

4A. ENTRANCE

The entrance to Jansaadi's lair is hidden behind a curtain of ordinary water vines and seaweed. Much as he would have liked to plant some sort of malicious vine capable of guarding his lair in this spot, he was unable to find any that would grow here.

The large hole that provides access to the lair lies 20 feet below the surface of the water. The rest of the lair is above the high tide mark and so remains dry.

4B. BODY BEACH

Read or paraphrase the following aloud when the PCs reach this area.

> The horrid smell of rotting flesh permeates this cavern that lies just above the waterline. The source is obvious—dozens of corpses in various stages of decomposition litter the nearby rocks. The bodies lie in loose stacks, with their arms and legs splayed this way and that. Those that still have faces look out with expressions ranging from horror and surprise to extraordinary pain. Hordes of flies and other insects are swarming around the pile, and the sound of their buzzing echoes off the walls of this foul place. The corpses are all still clothed, which only serves to hide some of the energetic organisms beneath the cloth that are even now consuming dead flesh with an abandon so loud that their chewing nearly drowns out the buzzing of their relatives.

Jansaadi uses this area to dispose of the people he kills. Before tossing them in here, he strips them of all their valuables, taking special care to remove anything particularly shiny or eye-catching that he could use as bait for other humans.

Development: There is nothing valuable on the corpses, but if the PCs are looking for anyone in particular who has disappeared, that person's body is here. A cursory examination of the bodies reveals that not all of them have intact limbs. Some of the remains have limbs and heads but no torsos.

4C. LEAVINGS

Jansaadi was not above eating a victim from time to time. When he did so, he deposited the half-eaten limbs or barely opened torsos along this passage.

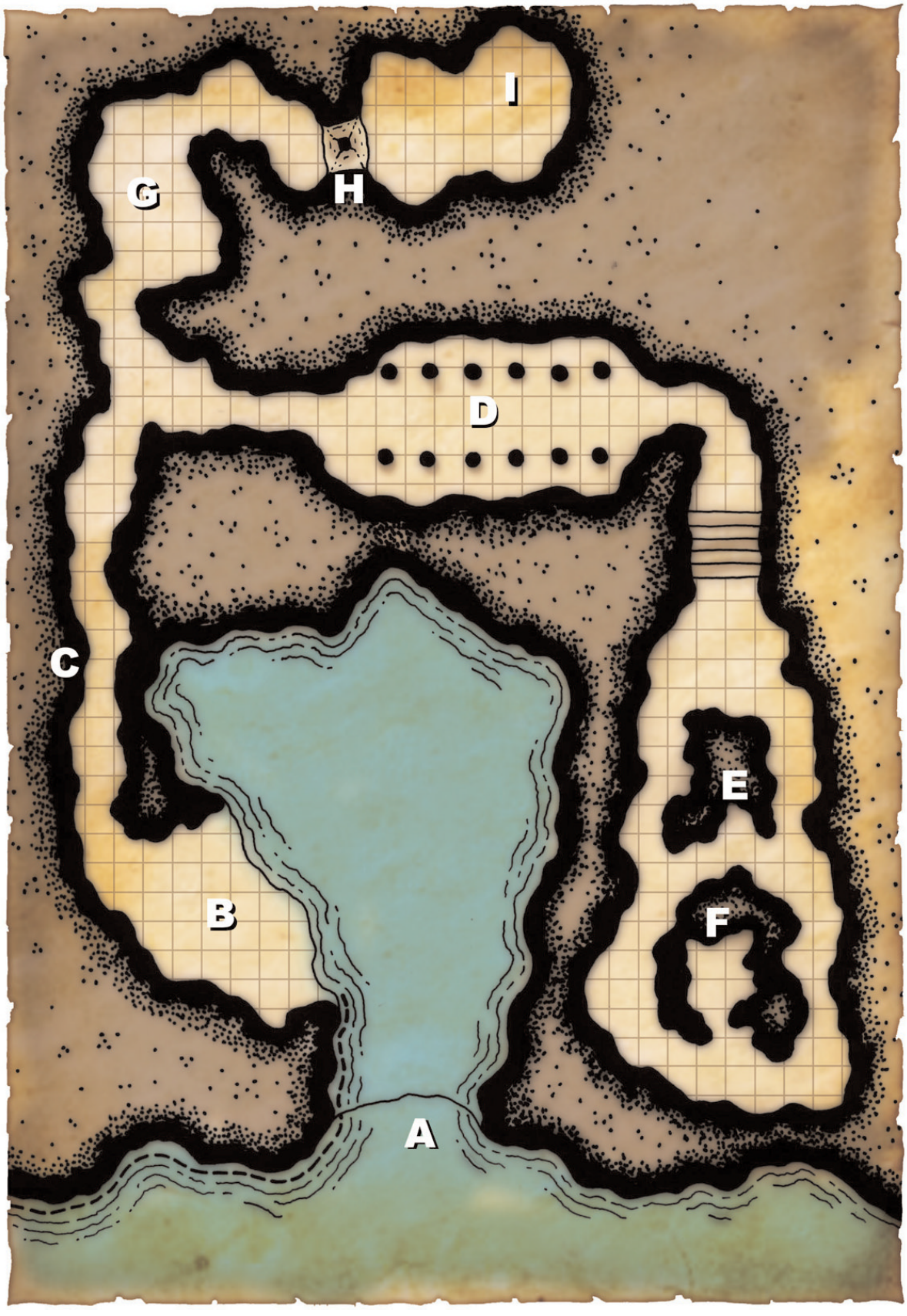
4D. HALL OF TROPHIES

Eight of the pillars in this chamber are adorned with the remains of particularly savaged human corpses. Each is secured to its thick wooden pole with an array of chains in various shapes, sizes, and colors. Jansaadi took great care in displaying the trophies of his vengeance, even though he never really intended anyone else to see them. The corpses bear the marks of Jansaadi's massive pincers. Four pillars still await the last few of Jansaadi's intended targets.

4E. BAIT STORAGE

The bait that Jansaadi uses for his nets is piled in this nook. He has collected all manner of shiny things here, whether or not they are of value, since he believes that humans are willing to pursue anything that reflects sunlight out of the water. So far, his assumption hasn't been far off.

The pile contains five bullseye lanterns, several bits of glass, two simple locks, one small steel mirror, seven buckles, and a woman's skull filled with 75 gp and 50 sp. If the PCs are looking for a particular item carried by a lost friend or acquaintance, it is also in the heap.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Nearby are three of the sticky nets that Jansaadi employs to catch humans. (See Sticky Nets sidebar for further information about these items.)

4F. JANSAADI'S NEST

The chuul does not care much for decorating. He has constructed a nest from the bones of other sea creatures that he has killed and eaten, as well as pieces of chitin that he has shed over the years.

The items that Jansaadi considers valuable are the trophies strung up by chains in area 4D. Just about everything that he has taken from his victims has been discarded or used as bait.

Creatures: If the characters have not already slain Jansaadi and his squid elsewhere, the two await them here.

4G. CORAL CHAMBER

The floors, walls, and ceiling of this chamber are covered in crushed phosphorescent coral. This substance gives off a dim light—enough to establish a vague outline of the chamber, but not enough to allow normal vision more than 20 feet ahead (40 feet with low-light vision).

Jansaadi found this coral near the sea floor along the coastline and used it to line portions of his lair. Purely by accident, he discovered that the substance keeps the teratomorph (see area 4I) not only at bay, but imprisoned. The chuul isn't sure what to do with this creature yet, but he considers it his secret weapon and plans to unleash it upon an unsuspecting village or two after he has killed all of his primary targets himself.

The coral wall covering extends all the way to the edge of area 4I.

4H. CEILING HOLE

Although marked as a pit on the map, this opening is actually a hole in the ceiling that leads to Yenice's lair (Map 2). No ladders, ropes, or other obvious means of climbing to the hole have been provided here, but the walls are rough enough that the climb could be made with a successful DC 15 Climb check.

4I. JANSAADI'S SECRET WEAPON

Several months ago, while out seeking shiny objects to use as bait for humans, Jansaadi discovered a stand of phosphorescent coral. Thinking it might attract humans as well as gold and gems, he cut some test samples to try out in his nets. Upon returning with them to his lair, he discovered that a horrid creature had invaded his chambers.

This monster, known as a teratomorph, had wandered into the lair purely by accident. Upon finding all the corpses lying about, it moved farther inside, perhaps motivated by the possibility of fresher flesh.

Much to Jansaadi's surprise and delight, the tumultuous horror seemed repelled by the coral. Thinking quickly, Jansaadi used the coral samples to force the teratomorph into the farthest chamber of his lair. He then placed his samples strategically around the entrance to that cavern to keep it from escaping. Then he harvested more of the special coral, which he pulverized and used to coat the walls of the nearby chambers, effectively sealing the monster's prison.

The teratomorph now languishes within its chamber, waiting for death or the removal of the coral that keeps it prisoner. The phosphorescent coral keeps the creature completely dormant, so reality does not change around it.

Creature: A teratomorph virtually fills this chamber.

Teratomorph: CR 16; Gargantuan ooze; HD 28d10+140; hp 294; Init –3; Spd 30 ft., swim 90 ft., fly 50 ft. (poor); AC 3, touch 3, flat-footed 3; Base Atk +21; Grp +48; Atk +28 melee (4d6+16 plus entropic touch, slam); Space/Reach 20 ft./15 ft.; SA entropic touch, portalwake, warp reality; SQ blindsight, detect law, dimensional instability, immunities (acid, lightning, spells with the chaotic descriptor), ooze traits, spell resistance 32; AL N; SV Fort +14, Ref +6, Will +4; Str 32, Dex 5, Con 20, Int –, Wis 1, Cha 1.

Skills and Feats: Hide –15, Swim +19.

Entropic Touch (Su): If a creature struck by the teratomorph's entropic touch fails a DC 29 Fortitude save, its body transforms in some way, causing one of the following effects (roll 1d20):

1–7	Physical mutation (Target takes 1d6 Strength drain or 1d6 Dexterity drain; 50% chance for each.)
8–13	Tissue annihilation (Target takes 2d4 Constitution drain.)
14–18	Transformation (Target assumes a form of the DM's choice as if via *polymorph any object* [CL 20th], taking 5d20 points of nonlethal damage.)
19–20	Absorption (Target is absorbed, dies instantly, and leaves no trace; only *miracle* or *true resurrection* can restore life; teratomorph gains one permanent Hit Die.)

Portalwake (Su): Each round, one randomly-chosen creature within 120 feet of the teratomorph must make a DC 19 Reflex save or be moved into a randomly-chosen plane as if by the *plane shift* spell.

Warp Reality (Su): When the teratomorph moves or attacks, the surrounding terrain warps and

writhes, imposing a –4 circumstance penalty on attack rolls and Dexterity checks for every creature within 120 feet of the teratomorph. Every round, there is a 10% chance that reality changes significantly enough to duplicate one of the following spell effects (caster level 20th) as determined randomly on the table below. Every effect lasts 1 round.

1–4	*Entangle* (DC 11) and *obscuring mist* (DC 11)
5–8	*Color spray* (DC 11) and *glitterdust* (DC 12)
9–12	*Stinking cloud* (DC 13) and *spike growth* (DC 13)
13–14	*Spike stones* (DC 14) and *cloudkill* (DC 15)
15–16	*Insect plague* (DC 15) and *mind fog* (DC 15)
17–18	*Acid fog* (DC 16) and *transmute rock to mud* (DC 15)
19	*Fire storm* (DC 18) and *reverse gravity* (DC 17)
20	*Earthquake* (DC 18) and *prismatic spray* (DC 17; roll once for all affected creatures)

Detect Law (Su): The teratomorph can use *detect law* (as the spell) to a range of 20 feet.

Dimensional Instability (Su): Any melee or ranged attack directed at the teratomorph has a 20% miss chance that cannot be avoided with spells or effects such as *true seeing* or *true strike*. *Dimensional anchor* negates this ability, reducing the miss chance to 0% for the duration of the effect.

Ooze Traits: A teratomorph is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

Tactics: The teratomorph has grown very hungry over time. It attacks any PCs who come within sight of it, though it refuses to go past the hole in the ceiling, since the concentration of coral there and in the chamber beyond is high enough to repel it even in its voracious state. It does, however, mindlessly pursue anyone who tries to ascend through the hole to area 5.

5. WORM FOOD

The vertical shaft leading up from Jansaadi's lair appears on Map 2 as a circular staircase. While it is not a true staircase, the shaft twists and turns, forming a crude spiral, until it opens into the floor of a small chamber with a door that is secret on both sides. A successful DC 20 Search check reveals the location of the secret door.

Though this complex is located above Jansaadi's lair, it still lies well beneath the surface. Currently, Yenice the necromancer uses this area to house his small strike team of guardians and the raw materials that he needs for his necromantic practices.

Yenice plans to take over the world (or at least a significant portion of it) with an undead army of massive proportions. To that end, he has been harvesting corpses from the local cemetery and animating them. At this point, he has only enough undead to serve as guards for his lair. But now that the area is secure, he plans to create a small strike force that he can send against Jansaadi, who he knows has been collecting dead bodies. In a few days, he plans to slay Jansaadi, appropriate his corpses, and use them to swell the ranks of his nascent army. At that point, he plans to lead his undead against Lochfell, kill everyone there, and add them to his conquering horde.

Until now, Yenice has tried not to attract attention to himself. The proximity of the teratomorph to the shaft connecting the two complexes has kept Jansaadi from becoming too curious about what lies above, and the chuul has been preoccupied with his own vengeance anyway. Thus, Jansaadi has no idea that an undead army is forming above his home.

ENCOUNTERING YENICE AND HIS MINIONS (EL 20 OR VARIES)

The necromancer may be anywhere in the complex when the PCs arrive. However, if they trigger the trap near area 5F or attract the attention of the psurlons in area 5L, Yenice knows that intruders are present and hastens to the scene.

When not in his lair, Yenice is robbing graves in the surrounding area. This activity is vital to his plans, but Yenice has been trying not to get caught doing it. He doesn't want to tip his hand too soon.

Yenice's lair does not have a central repository of undead; he simply lets his creations wander the complex in gangs. The following groupings are meandering through the lair. Roll for a random encounter once every hour that the PCs are within the complex, or simply choose an appropriate challenge whenever you wish. These groups pose little threat to the PCs, but any one of them definitely is a nuisance, and the fighting may alert other denizens of the lair.

D20 Roll	Undead Encountered*
1–12	Fifteen human zombies and three mohrgs
13–16	Twelve ghouls and four ghasts
17–20	Nine mummies

*Statistics for all these creatures can be found in the *Monster Manual*.

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Creatures: When the PCs encounter Yenice, he has his imp familiar Matilda with him. The two share a close, and even intimate, relationship.

Yenice: Male human lich necromancer 18; CR 20; Medium undead (augmented human); HD 18d12; hp 117; Init +2; Spd 30 ft.; AC 19, touch 14, flat-footed 17; Base Atk +9; Grp +9; Atk +9 melee touch (1d8+5, touch) or +11 melee (1d4+2/19–20, *+2 dagger*); Full Atk +9 melee touch (1d8+5, touch) or +11/+6 melee (1d4+2/19–20, *+2 dagger*); SA damaging touch, fear aura, paralyzing touch; SQ damage reduction 15/bludgeoning and magic, darkvision 60 ft., familiar benefits, immunities (cold, electricity, mind-affecting effects, polymorph), imp familiar (Matilda), turn resistance +4, undead traits; AL LE; SV Fort +6, Ref +8, Will +14; Str 10, Dex 15, Con –, Int 27, Wis 16, Cha 14.

Skills and Feats: Appraise +10, Concentration +23, Craft (alchemy) +25, Diplomacy +4, Hide +15, Knowledge (arcana) +32, Listen +16, Move Silently +16, Search +21, Sense Motive +16, Spellcraft +31, Spot +16; Alertness, Brew Potion, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Improved Familiar, Maximize Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [arcana]), Spell Mastery (*circle of death, darkness, disintegrate, dispel magic, halt undead, scrying, vampiric touch, wail of the banshee*).

Damaging Touch (Ex): Yenice's touch attack deals 1d8+5 points of damage to any living creature it hits (Will DC 21 half) and has a chance to paralyze the target (see Paralyzing Touch, below).

Fear Aura (Su): Any creature of less than 5 HD within a 60-foot radius that looks at Yenice must succeed on a DC 21 Will save or be affected as though by a *fear* spell (caster level 18th).

Paralyzing Touch (Su): Any living creature Yenice touches must succeed on a DC 21 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell). The effect cannot be dispelled. Anyone paralyzed by Yenice seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Familiar Benefits: Matilda grants Yenice the benefit of the Alertness feat when within 5 feet of him. She also grants him the following benefits.

Empathic Link (Su): Yenice can communicate telepathically with Matilda at a distance of up to 1 mile. He master has the same connection to an item or a place that she does.

Scry on Familiar (Sp): Yenice may scry on Matilda as if casting the spell *scrying* once per day.

Share Spells: Yenice may have any spell he casts on himself also affect Matilda if she is within 5 feet at the time. Yenice may also cast a spell with a target of "You" on Matilda.

Touch: Matilda can deliver touch spells for Yenice.

Turn Resistance (Ex): Yenice is treated as a 22-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Yenice is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be *raised*, and *resurrection* works only if he is willing.

Wizard Spells Prepared (5/7/7/7/7/6/6/5/5/3; save DC 18 + spell level): 0—*daze, detect magic, flare, light, mending;* 1st—*cause fear, chill touch, erase, feather fall, identify, ray of enfeeblement, true strike;* 2nd—*arcane lock, ghoul touch* (2), *pyrotechnics* (2), *scare, spectral hand;* 3rd—*dispel magic, fireball* (2), *halt undead, hold person* (2), *lightning bolt;* 4th—*animate dead, bestow curse, enervation, fear, polymorph* (3); 5th—*contact other plane, dominate person, feeblemind, hold monster, passwall, teleport;* 6th—*circle of death, disintegrate, flesh to stone* (2), *mass suggestion, repulsion;* 7th—*control undead, delayed blast fireball, finger of death* (2), *insanity;* 8th—*clone, horrid wilting* (2), *iron body, protection from spells;* 9th—*astral projection, energy drain, wail of the banshee.*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue;* 1st—*cause fear, chill touch, comprehend languages, erase, expeditious retreat, feather fall, identify, magic missile, ray of enfeeblement, shatter, true strike;* 2nd—*arcane lock, darkness, detect thoughts, ghoul touch, locate object, protection from arrows, pyrotechnics, scare, see invisibility, spectral hand, Tasha's hideous laughter;* 3rd—*dispel magic, fireball, gentle repose, halt undead, hold person, lightning bolt, slow, suggestion, vampiric touch;* 4th—*animate dead, arcane eye, bestow curse, charm monster, contagion, detect scrying, enervation, fear, polymorph, scrying, wall of fire;* 5th—*contact other plane, dismissal, dominate person, feeblemind, hold monster, magic jar, mind fog, passwall, prying eyes, sending, teleport;* 6th—*circle of death, disintegrate, flesh to stone, greater dispel magic, mass suggestion, repulsion, stone to flesh, true seeing;* 7th—*control undead, delayed blast fireball, finger of death, insanity, limited wish, prismatic spray, spell turning, teleport without error, vanish;* 8th—*antipathy, binding, clone, horrid wilting,*

iron body, mass charm, prismatic wall, protection from spells; 9th—*astral projection, energy drain, prismatic sphere, soul bind, time stop, wail of the banshee.*

Possessions: +2 *dagger, ring of protection* +2, *amulet of proof against detection and location, crystal ball with true seeing, flesh golem manual, headband of intellect* +6, *tome of leadership and influence* +5 (already read), traveler's outfit, spellbooks, 300 pp.

Matilda: Female imp familiar; CR —; Tiny outsider (evil, extraplanar, lawful); HD 3d8 (effective 18d8); hp 58; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 29, touch 15, flat-footed 26; Base Atk +9; Grp +1; Atk +14 melee (1d4 plus poison, sting); Full Atk +14 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, fire resistance 5, immunity to poison, improved evasion, outsider traits, speak with master, spell resistance 23; AL LE; SV Fort +6, Ref +9, Will +12; Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 14.

Skills and Feats: Concentration +21, Craft (alchemy) +19, Diplomacy +8, Hide +17, Knowledge (arcana) +23, Listen +7, Move Silently +9, Search +8, Spellcraft +31, Spot +7; Dodge, Weapon Finesse.

Poison (Ex): Matilda delivers her poison (Fort DC 13) with each successful sting attack. The initial damage is 1d4 points of Dexterity, and the secondary damage is 2d4 points of Dexterity.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th.

Alternate Form (Su): Matilda can assume other forms at will as a standard action. This ability functions exactly like a *polymorph* spell (caster level 12th) except that Matilda does not regain hit points for changing form, and she can assume only the forms of a raven and a rat.

Fast Healing (Ex): Matilda regains hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow her to regrow or reattach lost body parts.

Improved Evasion (Ex): If Matilda is subject to an attack that normally allows a Reflex saving throw for half damage, she takes no damage on a successful save or half damage on a failed save.

Outsider Traits: Matilda has darkvision to a 60-foot range. She cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Speak with Master (Ex): Matilda and Yenice can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

5A. THE GROOVE

When the PCs leave the entrance chamber through the secret door, read aloud or paraphrase the following.

> The secret door opens to reveal a small chamber with three other exits. Besides the odor of decomposing plant matter, the most remarkable feature of this room is a 5-foot-wide groove that has been cut or worn into the floor. Curious, ripplelike gradations mar the stone within the groove.

The groove was created by the motions of the elder psurlons that call this complex home. They frequently use this groove to move in teams from their nest to the fresh water supply in area 5B and back. A team of the creatures visits the watering hole once every 2 hours.

5B. WATERING HOLE (EL 0 OR 11)

A freshwater spring pools in this chamber, providing potable water for the psurlons that inhabit this portion of the complex. Three of the creatures visit this area every 2 hours (see area 5L for statistics).

Yenice sometimes disposes of failed necromantic experiments in this pool to keep the smell down. Thus, the water has a foul taste and a slight odor, though drinking it produces no ill effects.

Development: A successful DC 10 Search check made to examine the bottom of the pool reveals several human bones, most of which have ribbons of rotting flesh hanging from them.

5C. MOLD CHAMBER (EL 10)

This chamber can be reached only by crossing the land bridge that connects it with area 5B, or by fording the stream that feeds the psurlons' watering hole (DC 5 Swim check). The cavern is a repository of spores and fungi that Yenice grows for his experiments. The necromancer chose this chamber because of its isolation from the rest of the complex. He seldom comes here unless he needs a particular mold because he truly detests getting wet.

Read or paraphrase the following aloud when the PCs approach the cavern.

> This small chamber is festooned with glass tubes and thickly overgrown planters and pots. Moss and fungi of all sorts and colors thrive here, covering almost every surface with some sort of soft-looking growth.

The molds and spores are not toxic, and they present no danger to the PCs. However, a greenvise that Yenice has placed here to guard this chamber waits hidden (Spot DC 25) among the fungal growths.

Greenvise: CR 10; Huge plant; HD 12d8+48; hp 102; Init +4; Spd 10 ft.; AC 16, touch 8, flat-footed 16; Base Atk +9; Grp +30; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4/19–20, bite); Space/Reach 15 ft./15 ft.; SA death fog, improved grab, swallow whole; SQ immunity to acid, low-light vision, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

Skills and Feats: Hide +10; Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Hide).

Death Fog (Su): Twice per day, the greenvise can emit an acidic fog that functions like an *acid fog* spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot radius. Within this area, all sight, including darkvision, is limited to 5 feet. A creature within 5 feet has concealment (attacks against it have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and melee damage rolls incurs a –2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for magic rays and the like.

A death fog is also highly acidic. Each round, the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

Improved Grab (Ex): To use this ability, a greenvise must hit a Large or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can transfer the victim to its maw with another successful grapple check, dealing automatic bite damage. It can then attempt to swallow it during the next round.

Swallow Whole (Ex): The greenvise can swallow any creature that is already in its maw (see Improved Grab, above) with a successful grapple check. Once swallowed, the victim takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round. A successful grapple check returns the victim to the maw, or the victim may cut its way to freedom by dealing 20 points of damage to the greenvise's stomach (AC 14). Muscles close such wounds during the next round, so new victims must cut their own way out. The greenvise's stomach can hold 1 Large, 4 Medium-sized, 16 Small, or 64 Tiny or smaller opponents.

Plant Traits: A greenvise is immune to poison, sleep effects, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

Woodsense (Ex): The greenvise can automatically sense the location of anything with 60 feet that is in contact with any vegetation, including the moss and fungus in the area.

Tactics: The greenvise waits until an intruder reaches the farthest wall away from the entrance before using its slam attack. If intruders enter but then attempt to leave before reaching that area, the creature uses its death fog ability against them instead.

5D. ARMORY

Yenice knows that his undead troops will be more effective if he provides them with weapons, so he has been collecting them during his nocturnal grave-robbing trips. He has piled hundreds of low-quality weapons, including polearms, shortspears, swords, clubs, and the like, into this chamber. They are not worth anything as treasure, and any that are used in a fight break on an attack roll of natural 1.

5E. MINING

Yenice plans to expand his complex when the ranks of his undead army swell beyond the capacity of the current space. To that end, he has stored digging equipment of all sorts in this chamber so that his minions can wrest additional space from the earth when the time comes. The chamber contains enough picks, shovels, and other mundane digging tools to equip thirty people.

5F. WORKROOM AND STORAGE ROOM

This chamber is Yenice's workroom. A magic device trap protects the chamber, triggering when anyone comes within 10 feet of the door across the hall.

Whenever the trap goes off, a shrieking alarm sounds throughout the complex. The psurlons respond immediately, killing everyone (except Yenice) that they encounter until the necromancer gives the order to stop. After slaying all the intruders they can find, the creatures return to their station (area 5L).

Read or paraphrase the following aloud when the heroes first see this room.

This open chamber houses a small, high-quality wooden table. The surface has been sanded smooth, and the design is simple and elegant.

The room is empty save for the table.

The small storage room across the hall from this chamber is the only completely dry space in the entire complex, and the only one with a door. The door has no lock because Yenice knows that anyone who could survive the trap and fight off the guardians is certainly capable of defeating a mechanical lock. The room is filled with shelves containing all manner of ingredients for necromantic experiments and spells, including numerous pickled body parts in jars. A few tomes of necromantic literature fill out the rest of the shelves.

***Wail of the Banshee* Trap:** CR 10; magic device; proximity trigger (10 ft., *alarm*); automatic reset (1 round); spell effect (*wail of the banshee*, CL 17th, Fort DC 23 negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Treasure: The table in the workroom is worth 100 gp.

5G. PERSONAL EFFECTS

Grave robbing is a relatively simple way to secure corpses for necromantic experimentation. Many bodies are buried with a few personal items that the living thought the dead might need on their journey to the next life. Yenice almost never has any use for such objects, so he stashes them all in this chamber. Some of the items here are valuable (jewelry, for example), but selling it all would take too much time away from his research and expose him to the public eye as well. Nonetheless, he keeps the items against the day when he might need a bit of ready cash.

Treasure: If the PCs wish to root through the pile to recover items of value, 30 minutes of searching and a successful DC 15 Search check yield jewelry, fine clothes, and art objects worth a total of 275 gp.

5H. COLLAPSED ENTRANCE

This area was once an auxiliary exit/entrance, but it has been sealed off by a cave-in. Yenice plans to dig it out later.

Development: PCs who wish to dig themselves an exit through here must move 50 feet of loose rock and earth to reach the surface.

5I. DEATHBRINGER HOLDING PEN (EL 17)

Yenice's most powerful undead soldier passes most of his time here. The deathbringer doesn't sleep or eat, but most of the complex is too cramped for him to inhabit comfortably.

Creature: While he is not with Yenice, the deathbringer uses this chamber for maintaining his weapons and armor and practicing his martial combat maneuvers.

Deathbringer; CR 17; Large undead; HD 30d12; hp 195; Init +2; Spd 40 ft.; AC 33, touch 10, flat-footed 32; Base Atk +15; Grp +24; Atk +19 melee (1d8+5, slam) or +16 melee (2d6+5/19–20, flail); Full Atk +19 melee (1d8+5, 2 slams) or +16/+11/+6 melee (2d6+5/19–20, flail) and +16 melee (2d6+2/19–20, flail); Space/Reach 10 ft./10 ft.; SA *greater dispel magic*, negative burst, trample 2d4+7; SQ darkvision 60 ft., undead traits; AL NE; SV Fort +10, Ref +12, Will +19; Str 20, Dex 15, Con –, Int 13, Wis 14, Cha 7.

Skills and Feats: Hide –8, Intimidate +31, Jump +36, Listen +35, Move Silently +29, Spot +35; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail).

***Greater Dispel Magic* (Sp):** The deathbringer can use *greater dispel magic* (caster level 20th) at will.

Negative Burst (Su): The deathbringer can release a silent burst of negative energy at a range of up to 100 feet. The burst has a 20-foot radius and deals 1d8+10 points of negative energy damage to each living creature in the area (Will DC 23 half). This effect heals the deathbringer and any other undead within its area of as much damage as it would otherwise deal. Once he releases a negative burst, the deathbringer must wait 1d4 rounds before he can do so again.

Trample (Ex): As a standard action during his turn each round, a deathbringer can trample Medium or smaller opponents. This attack deals 2d4+7 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a –4 penalty or a DC 30 Reflex save.

Undead Traits: The deathbringer is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing. Darkvision 60 ft.

5J. AUTOPSY

One of the few chambers that contains a natural spring, this room serves as Yenice's autopsy chamber. Though

he is fixated on raising an undead army, Yenice is also genuinely interested in what causes death in the first place. Thus, he often performs detailed autopsies on bodies he finds particularly intriguing.

Read or paraphrase the following when the heroes arrive in this chamber.

> The primary feature of this cavern is a long, wooden table with blood gutters along the sides. Smaller tables encircling this one hold jars of organs. On one table lies a pile of papers.

The papers are Yenice's autopsy notes. Each page is illustrated in intricate detail with depictions of muscles, organs, and the like.

Treasure: A successful DC 15 Search check allows a character to collect enough items from this chamber to assemble a masterwork healer's kit (+2 equipment bonus on Heal checks). Although several other articles in this chamber are of value to necromancers, nothing else is actually salable.

5K. ALCHEMY

The necromancer stores his potions and alchemical equipment here. Organized conveniently on shelves are the following potions: five *oils of magic vestment* (+5), three *potions of protection from arrows* (15/magic), six *potions of barkskin* (+5), and five *potions of neutralize poison*.

Yenice leaves the potions out in the open, knowing that intruders are likely to be more concerned with defeating the guards than with swiping a few cheap potions.

5L. PSURLON STATION

Yenice's psurlon guards dwell in this area. They mill about inside the natural pool, though they prefer to drink from the fresher source of water in area 5B.

Creatures: Three elder psurlons are lounging in this area when the PCs arrive.

Elder Psurlons: CR 9; Medium aberration; HD 12d8+12; hp 66; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +9; Grp +11; Atk +11 melee (1d4+2, claw); Full Atk +11 melee (1d4+2, 2 claws) and +9 melee (2d4+1, bite); SA spell-like abilities; SQ blindsight 60 ft., damage reduction 10/magic, darkvision 120 ft., immunities (charm, hold, sleep), spell resistance 16, telepathy 250 ft.; AL LE; SV Fort +5, Ref +6, Will +13; Str 14, Dex 15, Con 12, Int 20, Wis 17, Cha 17.

Skills and Feats: Balance +17, Climb +12, Concentration +16, Escape Artist +17, Heal +18, Knowledge (arcana) +20, Knowledge (the planes) +20, Spellcraft +22; Combat Casting, Combat Expertise, Dodge, Improved Initiative, Iron Will, Mobility, Multiattack.

Spell-Like Abilities: At will—*detect thoughts* (DC 15), *dominate person* (DC 18), *hold monster* (DC 18), *mass suggestion* (DC 19), *mind fog* (DC 18), *sleep* (DC 14); 1/day—*stoneskin* (DC 17). Caster level 12th.

Possessions: *Ring of improved climbing.*

Tactics: If the psurlons see anyone other than Yenice or the other minions of the complex, they rush to attack. Because this portion of the complex is particularly cramped and the corridors are quite narrow, the psurlons have learned to climb around each other on the walls to flank intruders and gain the benefits of higher ground in combat. Yenice has equipped each of them with a *ring of improved climbing* to help them maneuver more effectively.

5M. EXIT

Yenice has added rungs to the simple natural shaft that serves as the exit from the complex. At the top, he has installed a winch system to lower corpses and other large objects down to the floor.

5N. ENTERTAINMENT

Even an evil necromancer sometimes entertains guests—especially other necromancers with whom he wishes to consult. On the rare occasions when Yenice has such guests, he brings them to this chamber, which is the fanciest room in the complex. Silk-covered furniture and almost cheerful *continual flame lanterns* provide an ambiance that belies the evil purpose of the rest of the complex.

5O. DRESSING ROOM

Yenice uses this chamber to prepare before leaving the complex. He stores his travel gear, extra spell component pouches, and the like in this cavern.

ENDING THE ADVENTURE

The adventure ends when the threat that Yenice and Jansaadi pose to the nearby village is over. The PCs can end the threat by slaying the two villains outright, or by killing Jansaadi and clearing out Yenice's underground complex. Once his power base is gone, the necromancer quits the area in search of a safer place to conduct his experiments.

FURTHER ADVENTURES

Yenice is unusually friendly for an evil necromancer, and his guests enjoyed their stays in his complex. One

or more of them might be upset over his death and seek revenge, or a colleague might decide to take over his lair and continue Yenice's work.

ABOUT THE AUTHOR

Eric Haddock is currently assistant producer in the Online Media group at Wizards of the Coast, Inc. Before that, he wrote for Xbox and PC games at Microsoft Games Studio, and he has credits in the role-playing games industry starting in the early '90s. When he's not writing or producing, Eric is lazily starting his own publishing imprint with some friends (Abashima Press—<www.abashima.com>), dominating the rest of the Wizards of the Coast staff at HALO (well, almost), running or playing in four campaigns a week, and working through his pile of uncompleted video games.

Eric lives in Renton, Washington with his wife Julia Martin and their two cats. He's looking forward to the completion of their first house (which should be finished about the same time this adventure is published), and he looks forward to enjoying its biggest room—the one set aside for gaming.